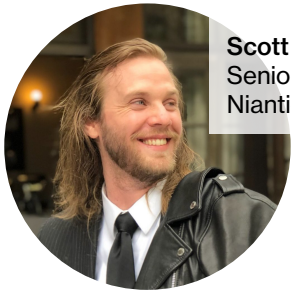


Inside the Games Industry

Thursday, April 4
Stauffer Communication B



Scott Looze, MS
Senior Software Engineer,
Niantic, Inc.



Steve Pastro, MS
Senior Graphics Programmer,
Full Circle (Electronic Arts)

Panel Discussion + Audience Q&A 10:30-11:30 a.m., Room B111

The TechnoMaterials Lab and the School of Arts, Media and Engineering present a look into the past, present, and future of the video games industry through a panel discussion with industry professionals with 15+ years of experience and audience Q&A. Learn what it's like to work in the industry, how AI is changing game development, and about different work environments, from AAA game publishers to small, independent studios.

Retro Game Play with Industry Guests 4-6 p.m., Room B116

Join us for a night of retro video gaming hosted by the TechnoMaterials Lab with visiting game industry professionals. Play classic games like *Legend of Zelda* and *Super Mario Bros.* on the original NES console. Other systems include Playstation 1 & 2, Nintendo Wii, and more! Whether you're interested in retro games or getting to know industry insiders, this event will be a blast.

Herberger Institute for Design and the Arts

ASU School of Arts, Media
and Engineering
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